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1. A game comprising:
a toy figure that includes memory for storing information relating to the toy figure;
a first game system configured to communicate with the toy figure, download the
stored information relating to the toy figure, receive input from a user, and alter the stored
information based on the received input and the downloaded information; and
a second game system configured to communicate with the toy figure, download the
stored information relating to the toy figure, receive input from a user, and alter the stored
information based on the received input and the downloaded information, the second game
system providing a play pattern substantially different from a play pattern provided by the
first game system.

2. The game of claim 1, wherein the toy figure memory comprises re-writeable
memory.

3. The game of claim 1, wherein the toy figure memory comprises read only
memory.

4. The game of claim 1, wherein communication employs a direct connection
between a connector on the toy figure and a mating connector on at least one of the game
systems.

5. The game of claim 1, wherein communication employs wireless
communication between the toy figure and at least one of the game systems.

6. The game of claim 1, wherein communication employs inductive or capacitive
coupling.

7. The game of claim 1, wherein information relating to the toy figure comprises
statistics of past games in which the toy figure was involved, gaming rules, one or more
visual representations of the toy figure, and one or more audio representations of the toy
figure.

1 8. The game of claim 1, wherein information relating to the toy figure comprises
2 a power type that indicates how powerful that toy figure is when interacting with a game
3 system or another toy figure, a weakness type that indicates how weak that toy figure is when
4 interacting with a game system or another toy figure, or a resistance type that indicates how
5 resistant that toy figure is to damage when interacting with a game system or another toy
6 figure.

1 *Sub A27* 9. The game of claim 1, wherein at least one of the game systems adjusts game
2 play with a toy figure based on the downloaded information relating to that toy figure.

1 10. The game of claim 1, wherein input received from a user comprises input
2 relating to control of the toy figure during game play.

1 11. The game of claim 1, wherein at least one of the game systems comprises a
2 game arena.

1 12. The game of claim 1, wherein at least one of the game systems comprises a
2 hand-held electronic device.

1 13. The game of claim 1, wherein at least one of the game systems comprises a
2 game board.

1 14. The game of claim 1, wherein at least one of the game systems comprises a
2 video game.

1 *Sub A37* 15. The game of claim 1, wherein at least one of the game systems comprises
2 software game.

1 16. The game of claim 1, wherein at least one of the game systems comprises an
2 arcade game.

1 17. The game of claim 1, wherein at least one of the game systems comprises a
2 network-based game.

1 18. The game of claim 1, wherein at least one of the game systems comprises a
2 computer system game.

1 19. The game of claim 1, wherein at least one of the game systems comprises a
2 race track, and the toy figure comprises a vehicle associated with the race track.

1 Sub A47 20. The game of claim 1, further comprising one or more other game systems,
2 each of the other game systems being configured to communicate with the toy figure and
3 download the stored information relating to the toy figure.

1 21. The game of claim 1, wherein received user input comprises an indication of
2 an action that the toy figure takes during a game.

1 22. The game of claim 1, further comprising another toy figure that includes
2 memory for storing information relating to the other toy figure, wherein the first game
3 system is configured to communicate with the other toy figure, download the stored
4 information relating to the other toy figure, receive input from a user, and alter the stored
5 information in the other toy figure based on the received input from the user and the
6 downloaded information.

1 23. The game of claim 22, wherein the second game system is configured to
2 communicate with the other toy figure, download the stored information relating to the other
3 toy figure, receive input from a user, and alter the stored information in the other toy figure
4 based on the received input from the user and the downloaded information.

1 24. The game of claim 1, wherein at least one of the game systems is configured
2 to perform game tasks based on the received user input, the downloaded information, and the
3 play pattern of that game system.

1 Sub A⁷ 25. The game of claim 1, wherein at least one of the game systems comprises a
 2 processor and a display that displays, under control of the processor, a visual representation
 3 of a toy figure coupled to the game system, the visual representation being downloaded from
 4 the toy figure.

1 26. The game of claim 1, wherein at least one of the game systems comprises a
 2 processor and a speaker that emits, under control of the processor, an audio representation of
 3 a toy figure coupled to the game system, the audio representation being downloaded from the
 4 toy figure.

1 27. The game of claim 1, wherein at least one of the game systems comprises a
 2 processor, memory, a clock, and a counter, the processor causing the game system to perform
 3 various tasks based on the play pattern and additional information obtained from memory,
 4 the clock, and the counter.

1 Sub A⁷ 28. The game of claim 1, wherein the toy figure comprises a three-dimensional
 2 representation of a character or a vehicle.

1 29. The game of claim 1, wherein the toy figure includes a code that uniquely
 2 identifies the toy figure.

1 30. The game of claim 29, wherein the unique code is stored in the memory of the
 2 toy figure.

1 31. The game of claim 29, wherein the unique code is formed into the toy figure
 2 and is visible to the user.

1 32. The game of claim 1, wherein at least one of the game systems causes the toy
 2 figure to move.

1 33. The game of claim 1, wherein at least one of the game systems causes the toy
 2 figure to emit one or more sounds.

1 Sub A7 34. A game comprising:
 2 a toy figure that includes memory for storing information relating to the toy figure
 3 and a code that uniquely identifies the toy figure; and
 4 a game system configured to communicate with the toy figure, download the stored
 5 information relating to the toy figure, receive input from a user, receive the identification
 6 code, and alter the stored information based on the received input, the identification code and
 7 the downloaded information.

1 35. The game of claim 34, further comprising another game system configured to
 2 communicate with the toy figure, download the stored information relating to the toy figure,
 3 receive input from a user, receive the identification code, and alter the stored information
 4 based on the received input and code and the downloaded information.

1 36. The game of claim 35, wherein the other game system provides a play pattern
 2 substantially the same as the play pattern provided by the game system.

1 37. The game of claim 34, wherein the code is stored in the toy figure's memory.

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